Our last meeting on January 6th had to be cancelled due to inclement weather. However three of us did make it to the CATS meeting on the 14th.

Our next meeting will be back on the second Friday. It will be on February 10th. The March meeting will be on the 3rd.

The meetings are held from 6:30 to 9:30 PM at the Camp Hill Mall Community Room.

The Z88 was mentioned on the 1/7/89 Computer Cronicles TV show in their computer news section. It was mentioned as a means for Macintosh users to go portable.

The Macintosh and PC transfer packages are said to be very good. However the Z88 to QL package is said to leave a lot to be desired. You are better off using a QL terminal program and/or a superbasic program to transfer files.

The big news for the QL is the imminent arrival of an MSDOS emulator for the QL. See the information sheet in this issue. Note that Sharp's also sells the emulator for $149.95. I assume this is the Vanilla version.

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QL ACEY-DIGETY game

by Lee Gayman

I am really impressed with QL SuperBASIC and since my computing expertise is still mostly limited to Basic, one of the ways I wile away my precious time is to convert some of the old "chestnut" programs I've enjoyed on the ZX-81 or TS-2068 over to SuperBASIC. This is one such program and I'm sorry to say it's been around so long, I don't know whom to give credit for the original program.

This program is really tame entertainment when compared to todays shoot-'em-up video games, but I remember when this program brought amazing responses from the players as the computer made nasty comments to the player about the kind of bets he made.

Converting this program to SuperBASIC gave me opportunity to explore the use of multiple screens and to design inputs and screen outputs to utilize this facility. The extent of commentary the computer makes to the player is only limited by the imagination of the programmer. One thing still needed in this program, however, is the use of sound effects. (At our house we don't need additional noise!)

As a sideline to this project, it was fun creating the 2-column format for this article using Quill and a homemade printer-driver to create columnized program listings. Perhaps this can be the basis for a future article.

As you type this into your QL, feel free to break up the lines which have multiple commands divided by ":" into individual program lines for greater clarity. I compacted some lines just to better utilize the space for this printed article.

I continually applaud the convenience of the EDIT utility of Tony Tebby's TOOLKIT II which I utilize heavily in converting programs. First I type in the programs just as they originally appear in their original basic (making obviously necessary changes as I go along, such as replacing 'PRINT AT ' with 'AT n,n:PRINT' ; adding 'END IF' when necessary, etc.), then using the Toolkit II editor, the fun begins. As I add lines and the intervals between line numbers becomes crowded, a simple RENUM command opens things up again and I'm back in business.

I hope you enjoy the program. Be sure to make it clear to new players that you do NOT pay-up to the winners!

```
100 screenworks:firstscreen:intro
110 INPUT#0; s$
120 d=20
130 secondscreen:CSIZE 0,0
140 a=INT (RND*13)+1:b=INT (RND*13)+1
150 IF ABS(b-a)<2:GO TO 130:END IF
160 c1=INT (RND*13)+1
170 IF a=c1 OR b=c1:GO TO 160:END IF
180 a$=a :b$=b
190 IF LEN(a$)=1:a$=" "&a$:END IF
200 IF LEN(b$)=1:b$=" "&b$:END IF
210 INK #4,4:INK #5,5
220 AT #4, 1,0:PRINT #4; "MY FIRST NUMBER I
S "
230 AT #5,1,0:PRINT #5; " MY SECOND NUMBER"
240 CSIZE #4,3,1:CSIZE #5,3,1:INK #4,7:INK
#5,7
250 PRINT #4\\;" ";a$:PRINT #5\\;" ";b$:C
SIZE #4,0,0:CSIZE #5,0,0
260 INK #6,2:AT #6, 1,4:PRINT #6;"YOU HAVE
"
270 INK #6,4:CSIZE #6,2,1
280 IF d>9999:CSIZE #6,0,0
290  ELSE :CSIZE #6,3,1 :END IF
300 buck$="$ "&d
310 PRINT #6 \\ buck$
320 CSIZE #6,0,0
330 AT 18,10:PRINT "   HOW MUCH DO YOU BET
MY NEXT NUMBER LIES";:INK 7:PRINT " BETWEEN
 ";:INK 4:PRINT a;" AND ";b;" ?"
340 AT 15,39:PRINT "   ":AT 15,39:INPUT E
350 AT 18,10:PRINT "


                  "
360 IF E>d :PRINT #8;"       YOU CAN'T AFF
ORD THAT BET!":GO TO 330:END IF
370 IF E<1:ZERO:END IF
380 IF E>=1:COMMENT:END IF
390 CSIZE #8,2,0:INK #8,7
400 INK#7, 7: AT#7, 1,29: PRINT #7;" MY NUM
BER IS ";c1
410 INK 4:PAUSE 30
420 IF NOT (c1>a AND c1<b OR c1<a AND c1>b
AND E>0)
430    LOSE :NEWPLAY:END IF
440 IF E>0:PRINT #8; "       WELL DONE ! Y
OU WIN $";2*E;" !" :END IF
450 d=d+(2*E):NEWPLAY
460 DEFine PROCedure LOSE
470    INK #8,2:PRINT #8;"       SORRY ! Y
OU LOSE $";E;"."
480    d=d-E
490    IF d<1:BROKE:END IF
500    NEWPLAY
510 END DEFine LOSE
520 DEFine PROCedure NEWPLAY
530    INK #0,4: INPUT #0\; "
Hit ENTER to Continue.... ";a$:CLS #0
540    GO TO 130
550 END DEFine NEWPLAY
```

```
560 DEFine PROCedure BROKE
570    INK #8,7:PRINT #8;"          + YOU A
RE BROKE !!! + ";
580    INPUT R$:GO TO 120
590 END DEFine BROKE
600 DEFine PROCedure COMMENT
610    INK #0,7:V=0:z$="":s$="              "
620    IF d<1:END DEFine :END IF
630    SELect ON E
640       =1:z$=s$&"          CHEAP SKATE !!
!"
650       =2:z$=s$&"          TIGHTWAD !!!"
660       =3:z$=s$&"     SURE YOU CAN AFFORD
IT ?! "
670       =4:z$=s$&"      YOU CALL THAT A B
ET ?"
680       =5:z$=s$&"    LAST OF THE BIG SPENDE
RS, EH ?"
690       =6:z$=s$&" YOU WON'T BREAK THE BANK
 THAT WAY!"
700       =7:z$=s$&"LET'S HEAR IT FOR THE LUC
KY SEVEN BET!"
710       =8:z$=s$&"          EIGHT? GREAT!"
720       =9:z$=s$&"    NINE IS FINE --- FOR B
EGINNERS"
730       =10:z$=s$&"          SO WHAT'S TEN BU
CKS ?"
740       =15:z$=s$&"          'ATTA BOY (GIRL
?)"
750       =20:z$=s$&"     LET'S HEAR IT FOR TH
E BIG 2-0 !!"
760       =25:z$=s$&"          NOW THAT'S MORE LI
KE IT !"
770       =50:z$=s$&"          NOW ISN'T THIS FU
N ?"
780       =100:z$=s$&"      BIG BUCKS, BIG BU
CKS...."
790       =1000:z$=s$&"    AIN'T THAT GRAND! (
GET IT?)"
800       =d:z$=s$&"******** KID, YOU GOT GU
TS ! ********"
810    END SELect
820    IF (a=1 AND b=13 OR a=13 AND b=1)AND
E=d
830       z$=s$&"IMPRESSIVE! LOOK WHOSE PUTTI
NG BIG BUCKS
  ON A SURE WINNER!"
840    END IF
860    IF d>999999: z$=    "$$$$$$$$$$$$$$ MY
FRIEND, $$$$$$$$$$$$$$$          YOU HAVE BRO
KEN THE BANK! " :END IF
870    INK #0,7:CSIZE #0,1,0:PRINT #0; TO (1
10-(LEN (z$)/2));z$:PAUSE 40
875 IF d>999999:STOP:END IF
880 END DEFine COMMENT
890 DEFine PROCedure firstscreen
900    CLS: CSIZE 1,1:BORDER 1,2:INK 4
910    PRINT " $$$$$$$$$$$$$$$$$$$$$$$$$";:INK
2:PRINT " ACEY-DIGETY";:INK 4:PRINT " $$$$
$$$$$$$$$$$$$$$$$$$$$"
920 END DEFine firstscreen
930 DEFine PROCedure intro
940    INK 7:CSIZE 0,0
950    AT 6,0:PRINT "   Hello Friend! I, you
r fair and generous computer, am going to g
ive you a          chance to make a million
. Here's how:"
960    PRINT \"   I will pick at random 2 nu
mbers between 1 and 13. I HAVE GIVEN YOU $2
0 FOR          STARTERS and your job is to ma
ke it grow. After I pick my first 2 numbers
,          you may bet as much as you want th
at my 3rd number will fall BETWEEN the
          first 2 numbers.  If you bet correctly
, your bet will DOUBLE; if you are
wrong, you lose your bet."
970    PRINT\\"   The Bank is BROKE at a mil
lion dollars. Can YOU break the bank? GOOD
LUCK!"
980    INK 4:PRINT\\"
          (Press ENTER to begin.)"
990 END DEFine intro
1000 DEFine PROCedure secondscreen
1010    FOR i = 0,1,2,4 TO 8 STEP 1:CLS #i:E
ND FOR i
1020    firstscreen
1030    BORDER #4,1,2:BORDER #5,1,2:BORDER #
6,1,7
1040 END DEFine secondscreen
1050 DEFine PROCedure ZERO
1060    V=INT(RND*6)+1:s$="              "
1070    SELect ON V
1080       =1:z$=s$&"YOU WON'T WIN IF YOU DON
'T BET !!!"
1090       =2:z$=s$&"   COME ON PAL, BET SOMET
HING !!!"
1100       =3:z$=s$&"          SHAME ON YOU !!!
"
1110       =4:z$=s$&"          COWARD!!!"
1120       =5:z$=s$&"          TSK! TSK! TSK"
1130       =6:z$=s$&"   I LIKE YOU BEST WHEN Y
OU BET."
1140    END SELect
1150    INK #0,2:CSIZE #0,1,1:PRINT #0; TO (1
10-(LEN (z$)/2));z$:PAUSE 40
1160 END DEFine ZERO
1170 DEFine PROCedure screenworks
1180    WINDOW #0,500,40,4,216:WINDOW #1,500
,216,4,0:WINDOW #2,500,216,6,0
1190    OPEN #4,scr_115x100a60x50:OPEN #5,sc
r_115x100a340x50
1200    OPEN #6,scr_100x90a207x80
1210    OPEN #7,scr_448x30a32x50
1220    OPEN #8,scr_500x30a6x180
1230    PAPER #1,0: INK #1,7:PAPER #2,0:INK #
2,4
1240    PAPER #4,0:PAPER #5,0:PAPER #6,0:PAP
ER #7,0
1250    MODE 4:CLS #0:CLS #1: CLS #2
1260 END DEFine screenworks
```

FROM THE PEOPLE WHO BROUGHT YOU SUCH UNIVERSALLY ACCLAIMED CLASSICS AS EYE-Q, EDITOR, LIGHTNING, PROFESSIONAL PUBLISHER, SUPERCHARGE AND TURBO, THERE NOW COMES A PROGRAM THAT SAFEGUARDS AND GUARANTEES THE QL'S FUTURE FOR AS FAR AHEAD AS WE CAN SEE. THIS PROGRAM IS THE SOLUTION.

QUITE SIMPLY, THE SOLUTION MAKES YOUR QL THINK IT IS AN IBM PC.

THE SOLUTION IS A FULL-BLOWN IBM PC AND MSDOS EMULATOR. IT WORKS ITS MAGIC IN THE ONLY WAY THAT IS CORRECT: BY UNERRINGLY ACCURATE EMULATION OF THE 80x86 FAMILY CPU ("THE CHIP") AND THE ASSOCIATED CORE HARDWARE THAT IS TO BE FOUND INSIDE EVERY PC AND EVERY PC COMPATIBLE COMPUTER (INCLUDING THE AMSTRAD, APRICOT, ATARI PC, BROTHER, COMMODORE PC, COMPAQ, EPSON, OLIVETTI, OPUS, SHARP, TANDON, TOSHIBA, ZENITH) EVER MADE. AND ALL THIS IS DONE WITH OUR NEW STATE-OF-THE-ART SOFTWARE: THERE IS NO HARDWARE FOR YOU TO CONNECT, DISCONNECT, PLUG IN OR SOLDER.

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CHOCOLATE WE SUPPLY YOU WITH ABSOLUTELY EVERYTHING YOU NEED. THAT INCLUDES A BRAND NEW COPY OF MSDOS v4.0 (THE VERY LATEST BELLS AND WHISTLES VERSION, SO RECENT YOU WON'T EVEN HAVE SEEN IT ADVERTISED AS YET BY MICROSOFT) BUNDLED WITH THE FULL, ORIGINAL MSDOS DOCUMENTATION (NOT SOME HOME-BAKED HANDOUT), SYSTEM UTILITIES AND THE EXCELLENT GW BASIC. THIS IS THE IDEAL PACKAGE.

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